

# adulding

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## Release

August 2023 itch.io  
probably 2023 Steam

## Planned Platforms

PC, Windows  
itch.io, Steam

## Language

English

## Contact

office.adulding@gmail.com  
Find our socials [here](#)

### Contact Person:

Marie-Christin Aufinger  
marie-christin.aufinger@  
hotmail.com

## TEAM

We are a group of five students currently finishing our master studies at the University of Applied Sciences Salzburg. We study MultiMediaArt, specializing in different aspects such as computer-animation, audio or communication design. Additionally we had several other people helping us out in different disciplines.

## SUMMARY

Adulding is an **interactive visual novel** tackling the topic of the perception of being and becoming an adult in society. The goal is to embed the feeling of insecurity that accompanies the term »*being an adult*« in the form of a visual, interactive story and to enable the recipients to deal with this topic individually but also socially.

It is a **third person side scroller** and a **single player**. It's narrative focused and tells its story through **exploration, mini games and community integration**. These mini games vary in gameplay and style. Furthermore it features point-and-click events which trigger short animations or dialogues giving the characters and environments more context. Adulding's unique style combines two-dimensional as well as three-dimensional art to reflect the look and feel of comics and graphic novels. Set in different apartments it should give the player a closer look into the lives of the **three main characters**.

The project is created with Unreal Engine 5 and Blueprinting systems as well as Wwise for Audio.

## KEY FEATURES

### Theme

The topic of the perception of being and becoming an adult in society is personified with three main characters and their individual struggle with the theme. In preparation the development team invested in a 3 month long research by interviewing psychologists and collaborating with the Sigmund Freud Private University Linz as well as making an online survey with over 70 participants.

### Mini-Games

Throughout the story the player will encounter light mini-games that they must complete to continue progressing. It features 12 mini-games with various styles of gameplay.

### Community Integration

Inspired by Kind Words, the community will be integrated into the game by sending and receiving messages in the form of paper planes. Here, own thoughts can be written down and decorated with stickers.

### Graphics

By combining 2D and 3D art styles Adulding reflects with a hand drawn look and feel comics and graphic novels. It features hand painted assets as well as 2D character animations. This gives it a unique art style which is easily recognizable.

